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CLAIMS:

1. An apparatus for mapping primitives of a 3D graphics model from a texture space to a screen space; the apparatus including a texture memory (134) for storing texture maps; and a resampler (132, 140) being operative to, for each primitive, resample data from a texture map that corresponds to the primitive to corresponding pixel data defining a portion
5 of a display image that corresponds to the primitive; the resampler being operative to select a resampling algorithm for performing the resampling from a respective set of at least two distinct resampling algorithms; the selection being in dependence on a size of the primitive.
2. An apparatus as claimed in claim 1, wherein the resampler is operative to
10 perform the selection by comparing the size of the primitive to a predetermined threshold.
3. An apparatus as claimed in claim 2, wherein the apparatus includes a buffer associated with the resampler for accumulating resampled data; the buffer having a predetermined buffer size; the threshold depending on the predetermined buffer size.
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4. An apparatus as claimed in claim 1, wherein the size of the primitive depends on the number of texels or pixels within a boundary of the primitive.
5. An apparatus as claimed in claim 2, or 3, wherein a first one of the resampling
20 algorithms is a 1-pass 2-dimensional resampling algorithm and a second one of the resampling algorithms is a two-pass one-dimensional resampling algorithm; the first algorithm being selected for primitives with a size below the threshold and the second algorithm being selected for primitives with a size above the threshold.
- 25 6. A method of mapping primitives of a 3D graphics model from a texture space to a screen space; the method including:
 - resampling in a texture space, for each primitive, data from a texture map that corresponds to the primitive to texture data for texels associated with the primitive; and

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- resampling in a screen space, for each primitive, the texture data to corresponding pixel data defining a portion of a display image that corresponds to the primitive; and
 - selecting for the texture space resampling and/or the screen space resampling a
5 resampling algorithm from a respective set of at least two distinct resampling algorithms; the selection being in dependence on a size of the primitive.
7. A computer program operative to cause a processor to perform the method of claim 6.